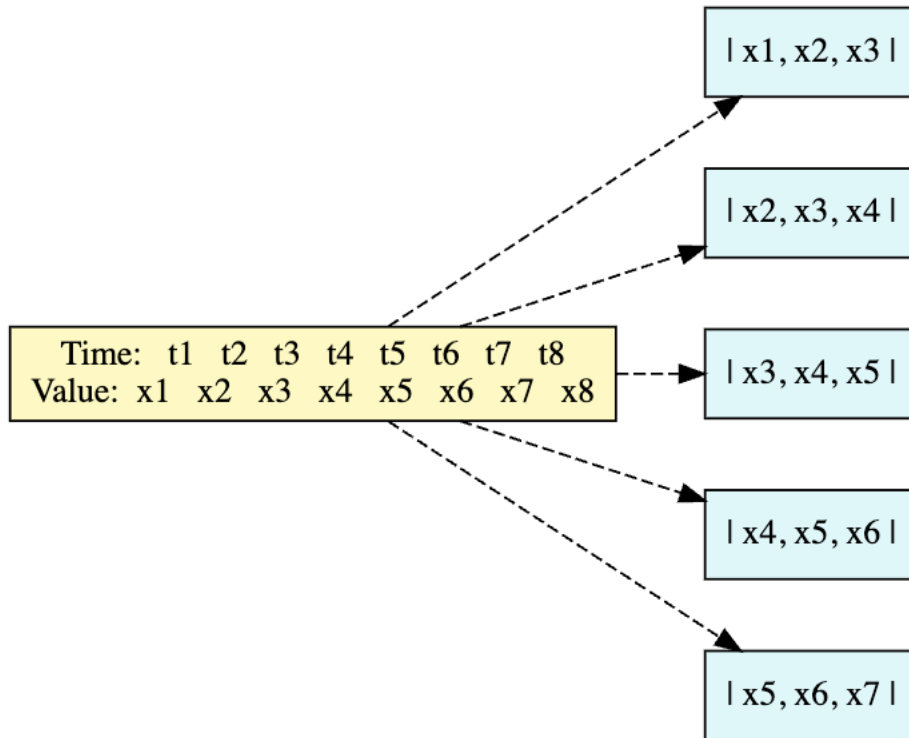


## Data Preprocess

Before fit time series into Machine learning or Deep learning model, we need to firstly Transform Data, as shown in figure below.

AutoEncoder is based on **Sequential Data**.



More detail are discussed in [Transform Time Series Data for Supervised Learning: From Sequence to Samples](#)

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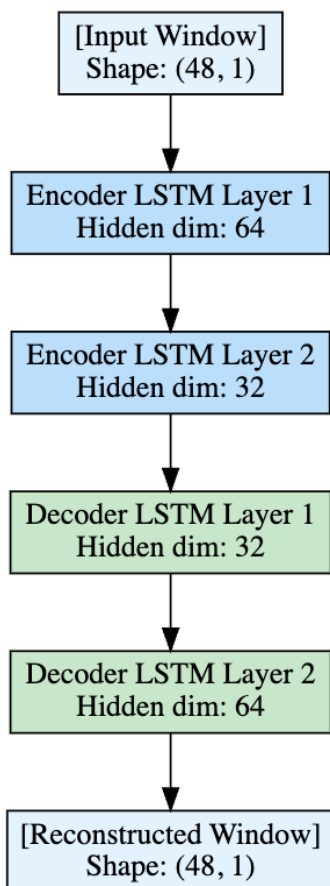
## Definition and Architecture of the LSTM Autoencoder

The deep LSTM autoencoder is designed for **sequential** data.

### Why LSTM:

LSTMs (Long Short-Term Memory networks) are well-suited for capturing temporal dependencies and sequential patterns within each window.

### Architecture:



**Encoder:** Stacks two LSTM layers that compress the input window into a lower-dimensional latent (embedding) representation.

**Hidden dimension:** Determines the size of the internal memory for the LSTM at each time step, enabling it to capture complex dependencies.

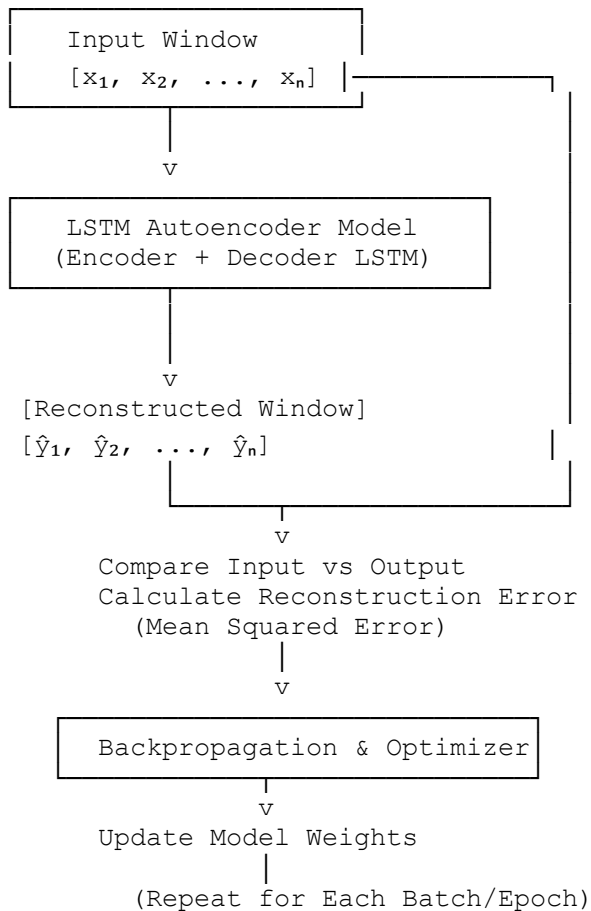
**Embedding dimension:** The size of the compressed (encoded) vector; this acts as a “summary” of the input window.

**Decoder:** Another two LSTM layers, which take the embedding and try to reconstruct the original window.

**Two layers for both encoder and decoder:** Stacking multiple LSTM layers enables the model to learn more abstract and hierarchical temporal features, improving reconstruction ability and robustness to noise.

## Optimization

**Loss function:** The reconstruction error (usually mean squared error between the original and reconstructed window) is minimized during training, teaching the autoencoder to faithfully reproduce normal patterns.



Suppose your **input window** is a batch of three time steps from a univariate series:

Time	Input (x)	Reconstructed ( $\hat{y}$ )
$t_1$	10.0	10.2
$t_2$	11.5	11.2
$t_3$	10.7	10.8

Calculate Mean Squared Error (MSE):

$$\begin{aligned}\text{MSE} &= \frac{1}{3} [(10.0 - 10.2)^2 + (11.5 - 11.2)^2 + (10.7 - 10.8)^2] \\ &= \frac{1}{3} [0.04 + 0.09 + 0.01] = \frac{1}{3} \times 0.14 = 0.0467\end{aligned}$$

The model will use this MSE to update its weights so the next reconstruction is even closer to the input window.

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